NES-65-USA

SESAME STREET COUNTDOWN

Instruction Booklet

Licensed by Nintendo®
for play on the Nintendo Entertainment System®

Licensed by Nintendo®
for play on the

Nintendo
ENTERTAINMENT
SYSTEM®

NINTENDO AND NINTENDO ENTERTAINMENT SYSTEM ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC.

"This official seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System®."

PRECAUTIONS

- The Game Pak is a precision device. It should be kept from extreme temperatures. Never hit or drop it.
- Do not take it apart.
- Do not clean with benzene, paint thinner, alcohol or other such solvents.
- Make sure the power is off before inserting or removing the Game Pak from the Nintendo Entertainment System®.

Program ©1991 Children's Television Workshop. All Rights Reserved. SESAME STREET Puppet Characters ©1991 Jim Henson Productions, Inc. All Rights Reserved. SESAME STREET and street sign are trademarks of Children's Television Workshop.

!!WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV!!

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

ADVISORY
Read Before Using Your NES/Super NES

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

TABLE OF CONTENTS

Thank you for purchasing *Sesame Street® Countdown.*™ Please read this booklet for a complete explanation of the game and for tips on helping your children get the most enjoyment and learning from this Game Pak.

QUICK START 6

INTRODUCTION TO PARENTS 7

KEYS TO USE/PLAY MODES 9

HOW TO PLAY 11

1. Insert the Game Pak into your Nintendo Entertainment System.
2. Turn on the power. The Count will appear outside his castle, ready to play *Sesame Street Countdown.*
3. Use the Black Control Pad to select a play mode, either "Hop" (beginner) or "Run" (advanced). The "Hop" mode is represented by the Count hopping back and forth across the screen. The "Run" mode is represented by the Count running back and forth. Then enter your selection by pressing either the red A or red B button.
4. The Count will wait for you to pick the "Number of the Day." Then away you go!

☞ **Parents:** This manual has been designed to make it easy to find useful information. Whenever you see a paragraph marked with this symbol ☞, you will find additional hints to help your child gain the most from this program.

Copy written in ***italics*** *has been designed for you to read aloud to your child as he or she plays the game.*

Sesame Street Countdown is a fun and entertaining preschool learning game designed to improve number recognition and enhance basic counting skills. Because the game utilizes digitized speech, the Count can actually talk to children as they play, rewarding correct answers and gently correcting wrong ones.

The Count accompanies children on a trip through eight different number worlds, each featuring a different playful setting and each more challenging than the last.

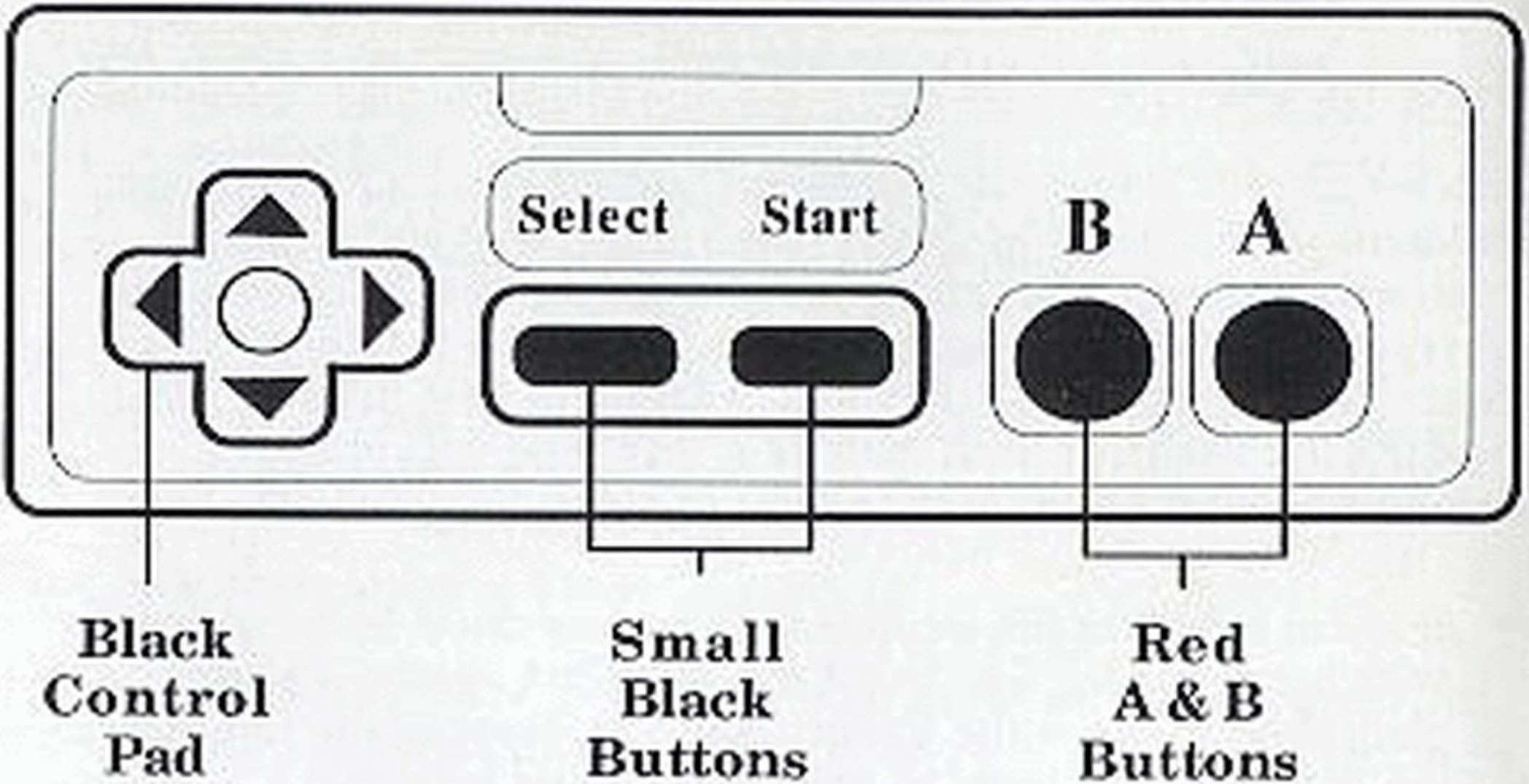
The Number of the Day

Before embarking on his journey through each world, the Count will ask your child to select the "Number of the Day." This will be the number your child and the Count will try to collect as they move from the beginning of the world to the end.

Easy to Use Controls

Sesame Street Countdown has been designed especially for young children, yet is challenging and entertaining enough for more experienced players. In either play mode, the Black Control Pad moves the Count back and forth. The red A and B buttons make the Count jump up to collect numbers or climb to new heights. And pressing the Select or Start buttons at any time will prompt a lightning effect and cause the Count to speak.

☞ Use the colors of the buttons to help your child become familiar with the controls. Say *"push the big black button"* to encourage your child to move the Count. Say *"push one of the red buttons"* when your child wants to collect a number or object.


Select
Start
B
A
Black Control Pad
Small Black Buttons
Red A & B Buttons

Hop Mode: *Use the Black Control Pad to move the Count left or right.*

Run Mode: *Use this Pad to make the Count run left or right and climb up or down.*

Press these small black buttons and lightning will strike. The Count might talk to you, too!

Press one of these red buttons to make the Count jump up and "collect a number, a group of objects or a bonus object.

Sesame Street Countdown features two different play modes: one for children new to NES play ("Hop") and the other for players more familiar with NES controls ("Run").

"Hop" Mode

The Black Control Pad makes the Count hop to the left or right. Each time the Count lands, the player chooses whether or

not to collect the numeral, group of objects or bonus object floating above. To jump up and collect, the player simply presses one of the red buttons.

"Run" Mode

The Black Control Pad makes the Count run left or right and climb up or down, depending on the terrain of the world. Climbing up and down fences, trees and other surfaces is not only fun, but will allow the player to reach out-of-the-way numbers and objects. When the Black Control Pad is released, the Count will stop.

To jump straight up and collect a numeral, group of objects or bonus object, the player must press one of the red buttons. Jumping must also be used to climb stairs and jump up to platforms.

The A and B buttons can be pressed in combination with the Black Control Pad to make the Count jump either left or right.

Look! It's your batty pal from Sesame Street, the Count!

Help him count objects and match numbers on fun adventures through eight different worlds!

But first, it's time to select the "Number of the Day!"

Selecting the Number of the Day

The Count is waiting for you to make the first move! There he is, under the Number Wheel. To make the Wheel spin, press one of the red buttons. To make the Count jump up and get a number, press a red button again.

Good job! That's the "Number of the Day!"

The number will remain on display at the top of the screen throughout play in that world.

Each time the Count reaches a new world, the player will have the opportunity to select a new "Number of the Day."

☞ After the Count announces the "Number of the Day," ask your child to repeat the number and to show you "how many" that number is. This will help your child make correct number matches throughout the game.

Collecting Numbers

What's that floating up in the air? Is it a number? What number? Are those objects? What kind of objects are they? How many are there? Does that amount match the "Number of the Day?" Shall we jump up to find out?

As the Count moves through each world, numbers and objects will appear overhead. When the Count is in the right position for a successful jump, groups of objects will flash and the Count will look up.

In most cases, simply jumping up will enable the Count to collect that number, object or group of objects. Sometimes, the Count will have to jump or climb up to platforms in order to reach the number, object or group of objects.

When the Count collects a number or group of objects that match the "Number of the Day," he will congratulate the player. The number or group of objects will turn into a lightning bolt and fly up into the Lightning Box at the upper right corner of the screen, where it will be registered as a black mark.

If the Count jumps up and collects a number or group of objects that does not match the "Number of the Day," he will say the name of the incorrect number. That number or group of objects will turn into a puff of smoke and fly up into the Bat Box at the upper left corner of the screen, where it will be registered by the disappearance of a black mark.

☞Encourage your child to say the numbers and to count and identify the groups of objects out loud as they appear overhead.

Completing Worlds of Increasing Difficulty

To complete each world, the player collects the minimum amount of matching numbers or groups of objects. Of course, players may have fun collecting as many matching numbers as possible in each world (or simply exploring the world along with the Count).

Each world has a minimum required amount of matching numbers or groups of objects (as few as three and as many as nine), which increases as the Count advances from world to world. This amount is indicated by the number of empty squares in the Lightning Box at the upper right corner of the screen. Each correct response will fill in one of these empty squares.

Each world also has a maximum allowed amount of incorrect responses (as many as nine and as few as three), which decreases as the Count moves from world to world. This amount is indicated

by the number of black squares in the Bat Box at the upper left corner of the screen. Each incorrect response will empty one of these squares.

The end of each world is indicated by a right arrow. When the Count reaches the arrow, you might say:

You've reached the end of this world! Did you count enough matching numbers? Should we go back for more numbers and more fun?

When the Count moves past the arrow, he returns to his castle.

Where are we now? The Count's castle! How many times did we match the "Number of the Day?" Let's count them together with the Count!

Now the Count will count the successful matches one by one, up to

the minimum amount for the world just completed. Extra matching numbers will fall from the sky and playfully bounce around.

If the player has successfully collected the minimum amount of matching numbers, the Count will say "Let's Go!" and move on to the next world.

If the player has not yet collected the minimum amount of matching numbers required to complete that world, the Count will say "Not Enough!" and automatically return to the beginning of that world. The player may then try to grab more matching numbers.

Bonus Objects

There are two different types of Bonus Objects featured in every world of *Sesame Street Countdown*:

Bonus Bolts

Look at that flashing lightning bolt. Should we jump up and get it?

When a player grabs a Bonus Bolt, it automatically registers as a successful number match in the Lightning Box.

Bonus Balloons

Where do you think that balloon will lead? Let's jump up and find out!

When a player grabs a Bonus Balloon, the Count will magically float up to a Bonus Screen where the player will have the opportunity to make an extra match.

The player can bypass the Bonus Screen and return to the world in play by moving the Count past the arrow at the right.

As the player moves from world to world and gets better at recognizing numbers and counting objects Bonus Screens become more challenging.

There are three different types of Bonus Screens:

1. ***Number Box Bonus***
   Each of the five boxes on the screen holds a different number. The Count can jump up into any one of the boxes to find the number that will match the "Number of the Day." The sequence of the boxes is a clue to the position of the correct number.

   When the player finds the matching number, he or she must make the Count jump up into the bell to register the answer and score the match.

2. ***Barrel & Jar Bonus***
   The Barrel holds from 1 to 9 objects. The Jar holds from 1 to 10 objects. The player's objective is to end up with the amount of

objects in the Jar matching the "Number of the Day." Sometimes this will require taking objects from the Barrel and adding them to the Jar. On other occasions this will require taking objects out of the Jar and putting them back into the Barrel. To move objects from one container to the other, the player must make the Count jump up into each container.

When the amount of objects in the Jar matches the "Number of the Day," the player must make the Count jump up into the bell to register the answer and score the match.

3. *Equation Bonus*

An addition or subtraction problem will appear on the screen. The player can make the Count jump up into the first or second number in the equation so that the solution to the problem will match the "Number of the Day."

When the solution matches the "Number of the Day," the player must make the Count jump up into the bell to register the answer and score the match.

Winning the Game

Hurray! You and the Count have made it through all the worlds and now you're back! Hope you had a nice trip!

When the player has successfully completed all eight worlds, the player wins the game! To celebrate, the Count will return to his castle and announce numbers as they streak through the night sky.

☞ Encourage your child to say the numbers as soon as they appear on the screen. Then, when the Count announces the number, your child will know if he or she was right!

Running Out of Bats

Every incorrect match results in the loss of one bat, indicated by the disappearance of a black mark in the Bat Box at the upper left corner of the screen.

Should the player run out of bats at any time during the game, the Count will say "Try Again!" and return to the start of a new game.

Designed by
Seth Meyers, Glenda Revelle - Children's Television Workshop
Bill Pidgeon, Joan Ziegler - Hi Tech Expressions
Mike Reidel - RSP Inc.

Programmed by
Mike Reidel, Keith Warner, Rob Brady - RSP Inc.

Art by
Juan Sanchez - RSP Inc.

Music by
Russell Gimns, Michael Artin - Children's Television Workshop

Research Director
Erik Strommen - Children's Television Workshop

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and telvision reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subject J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver.
- Move the NES away from the receiver.
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How To Identify And Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, STOCK # 004-000-00345-4.

Hi Tech Expressions™ warrants to the original consumer purchaser that Game Pak including Game Pak accessories shall be free from defects in material and workmanship for a period of 90 days from date of purchase.

To receive this warranty:

1. Do NOT return your defective Game Pak to the retailer.
2. Notify the Hi Tech Expressions Customer Service Department of the problem requiring warranty service by calling 1-212-941-1224. Our Customer Service Department is in operation from 9:00 a.m. to 5:00 p.m. Eastern Standard Time, Monday through Thursday and 2:00 p.m. to 5:00 p.m. EST on Fridays.
3. If the Hi Tech Expressions service representative is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside of the packaging of your defective PAK FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof-of-purchase and a brief description of your problem within the 90-day warranty period to:

   HI TECH EXPRESSIONS
   Attn: Customer Service Department
   584 Broadway, New York, NY 10012

If our technician determines that the Game Pak is defective, we will replace it or refund your purchase price at our option.

WARRANTY LIMITATIONS

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety days from the date of purchase and are subject to the condition set forth herein. In no event shall Hi Tech Expressions be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

HI TECH EXPRESSIONS
584 Broadway
New York, NY 10012

PRINTED IN JAPAN